NES-GK-USA

CAPTAIN COMMANDO

™

CAPCOM

GAME PAK INSTRUCTIONS

A Special Message From Captain Commando!

Thank you for selecting fun-filled **GUN.SMOKE™** . . . one of the exclusive Nintendo® Entertainment System video games from the **Captain Commando "Challenge Series".**

GUN.SMOKE, created by CAPCOM®...premier world-wide arcade game designer . . . features colorful state-of-the-art high resolution graphics.

This high quality game pak is Licensed by Nintendo® for Play on the

Nintendo ENTERTAINMENT SYSTEM®

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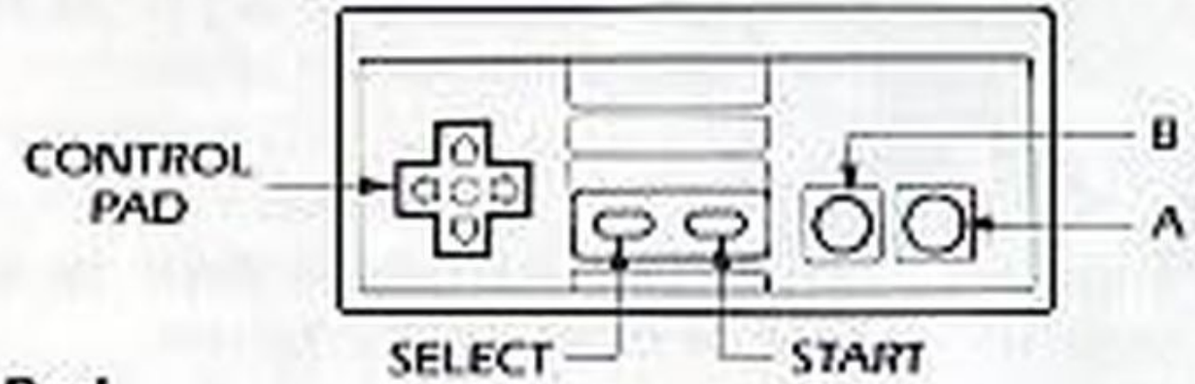
SAFETY PRECAUTIONS

Please take time to read the important instructions in this booklet. Observing the step-by-step instructions and complying with the warnings will be your personal guarantee to greater game satisfaction over a long period of time.

SAFETY PRECAUTIONS

1. **Avoid subjecting this high precision GAME PAK to extreme temperature variances. Store at room temperature.**
2. **Do avoid touching terminal connectors. Keep clean by inserting GAME PAK in protective storage case.**
3. **Never attempt to disassemble your GAME PAK.**
4. **Use of thinners, solvents, benzene, alcohol and other strong cleaning agents can damage the GAME PAK.**
5. **For best results, play the game a distance away from your television set.**
6. **Pause for 10-20 minutes after 2 hours or more of continuous game playing. This will extend the performance of your GAME PAK.**

NAMES OF CONTROLLER PARTS AND OPERATING INSTRUCTIONS



Control Pad
Each tip imprinted with letter to show direction or movement:

◄ moves **Billie Bob** left.
► moves **Billie Bob** right.
▲ moves **Billie Bob** forward.
▼ moves **Billie Bob** backwards.

Use Controller #1 Only

NAMES OF CONTROLLER PARTS AND OPERATING INSTRUCTIONS

Direction of Weapon Fire:

Hold Button
B
to Fire Left.

Hold Button
A + B
to Fire Straight.

Hold Button
A
to Fire Right.

Select Button: Used to purchase weapons from General Store and to open and close the Multi Window. (General Store)

Start Button: Used to Start Game and to Pause during game play.

GUN.SMOKE STORY

GUN.SMOKE™ *by CAPCOM*® . . . returns the player and game star Billie Bob back to life in a small, bustlin' mining town during the infamous gold rush era.

GUN.SMOKE gives the game's one player the opportunity to combine personal skills with the fearlessness of Billie Bob. The brave combo sets forth to rid the flourishing township of ruthless gold-stealing bandits.

Every time the player and Billie Bob make a direct hit—especially a barrel—there's a release of hidden firepower. Billie Bob gains access to quick-acting ammunition, usually just in time.

Big hits means big saves. The **GUN.SMOKE** game player at the joystick controls determines the destiny of Billie Bob — and the fate of the gold mining town and its people.

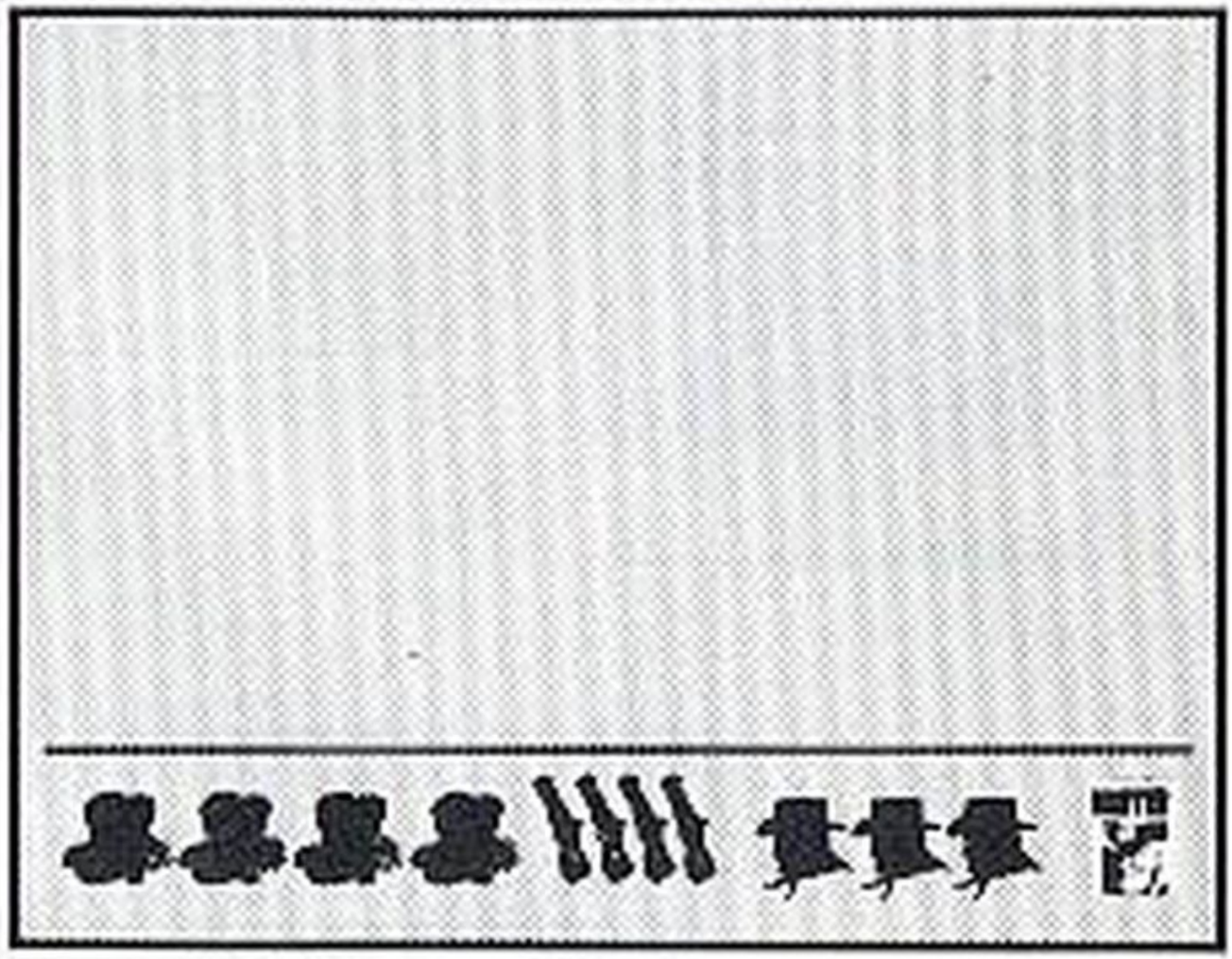
Are you ready to climb into the saddle and accept the Captain Commando challenge?

HINTS ON GAME PLAY

General Store — *Press Select Button on Controller #1.*

Weapons you aquire during game play. You can stock-pile 4 weapons each.

Note:
Boots, Guns will decrease by one when skull is picked up during game play.



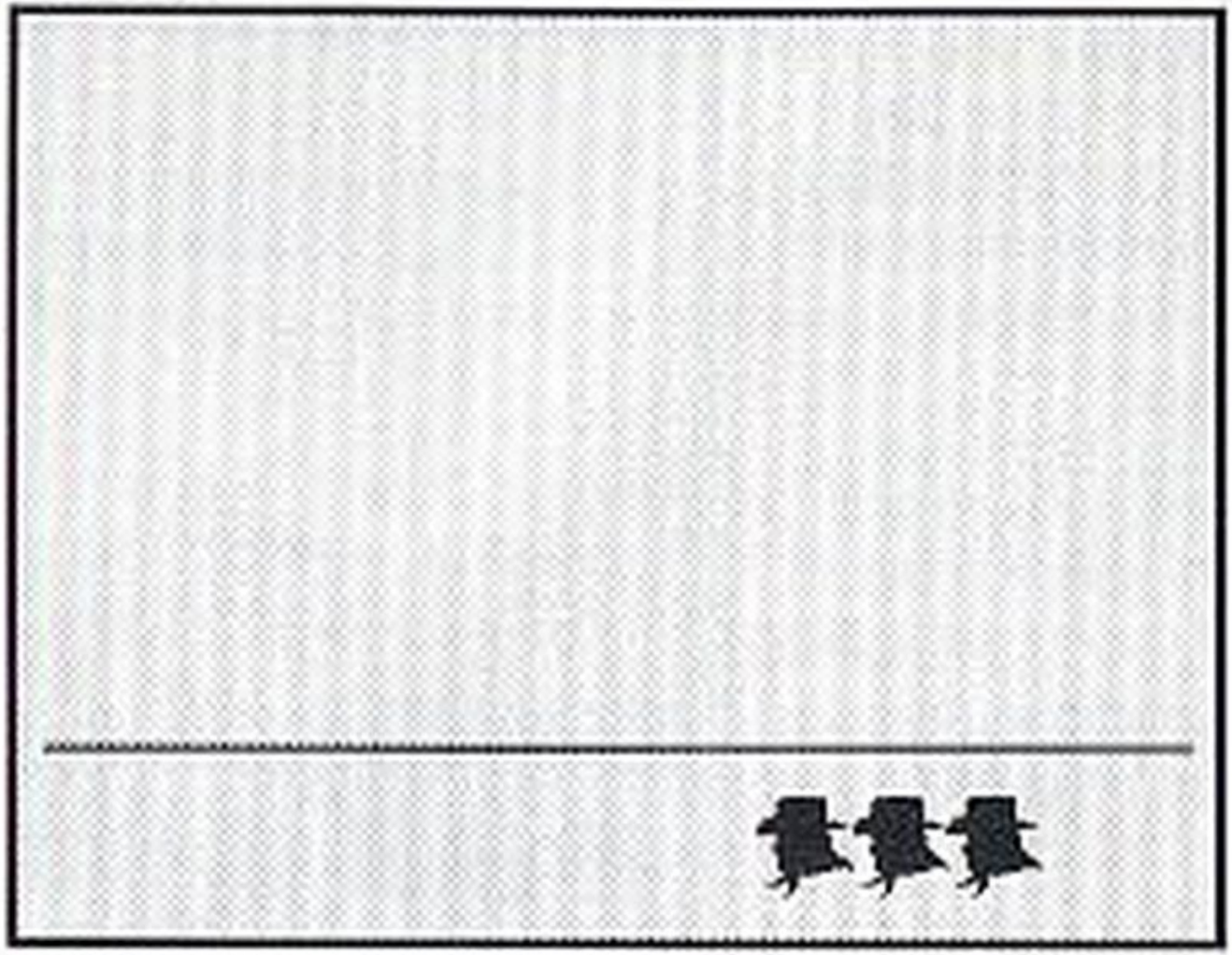
BOOTS RIFLES POSTER

HINTS ON GAME PLAY

Number of Players Left.

YASHICHI picked up gives you an extra player.

You can stock-up 3 players maximum.



NUMBER OF PLAYERS LEFT

HINTS ON GAME PLAY

WANTED POSTER:

You can't fight the final enemy character in each stage without having a **Wanted Poster.**

The Poster is hidden somewhere in the game. You need to shoot at an empty area on the screen to receive a poster. It requires 8 shots — sounds the same as if you hit a barrel.

Checking in the General Store (Pressing Select Button) to see if you have the poster. If you have enough money, you can purchase the poster.

HINTS ON GAME PLAY

HORSE:

The horse is hidden in a barrel in stage 1. It is essentially an extra man. The horse will withstand many hits from the enemy bullets. When he starts to blink, only 1 more hit will kill him.

A horse can be purchased from the General Store.

WEAPONS TO PURCHASE FROM GENERAL STORE

1. **SHOTGUN.** The shotgun shoots 5 bullets at a time.

2. **MACHINEGUN.** Shoots double bullets continuously by pressing Button "B".

3. **MAGNUM.** Very effective against high endurance of the enemy. One shot can even kill Blasto.

4. **NAPALM BOMB.** 4 times stronger than the double gun. Direction of the bomb is determined by direction of Billie Bob. You can inflict heavy damage on enemy.

ENEMY BOSSES

STAGE 1

Bandit Bill

STAGE 2

Cutter Boomerang

STAGE 3

Devil Hawk

STAGE 4

Ninja

STAGE 5

Fat Man

STAGE 6

Wingate

ENEMIES

PUNKS — Surround you and attack.

PUNK INDIANS — Surround you and attack.

DYNAMAN — Throws dynamite.

STABBER — He jumps off of buildings and rocks to attack you.

BLASTO — Uses shotgun to attack you.

SNIPER — Shoots from windows or holes in rocks.

ROCKS — Try and avoid falling rocks as they will hurt you. (4th Stage)

RIFLEMAN — Uses rapid firing rifle.

INDIAN (Bow) — Shoots arrows.

INDIAN (Fire Blowing) — Shoots fire balls from his mouth.

INDIAN (Ax) — Throws axes at you.

LEVELS OF GUN.SMOKE

		NAME OF BOSS
1	Town of Hicksville	Bandit Bill
2	The Boulders	Cutter Boomerang
3	Commanche Village	Devil Hawk
4	Death Mountain	Ninja
5	Cheyenne River	Fatman Joe
6	Fort Wingate	Wingate

CONTINUATION

Press Select during Title Screen to Select Continue —
Press Start.

Look For These Popular Arcade-Proven Capcom Game Paks

Licensed for play on the

Nintendo
ENTERTAINMENT SYSTEM®

HINTS/SCORING/MEMO

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturers' instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

— Reorient the receiving antenna
— Relocate the computer with respect to the receiver
— Move the computer away from the receiver
— Plug the computer into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems.

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

90-DAY LIMITED WARRANTY

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CAPCOM U.S.A. Inc. ("Capcom") warrants to the original consumer that this Capcom Game Pak ("PAK") shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Capcom will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.
2. Notify the Capcom Consumer Service Department of the problem requiring warranty service by calling: Outside California State (800) 448-4632 or inside California State call (408) 745-7091. Our consumer Service Department is in operation from 8:00 A.M. to 5:00 P.M. Pacific Time, Monday through Friday.
3. If the Capcom service technician is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

CAPCOM U.S.A. Inc.
Consumer Service Department
1283-C Mountain View/Alviso Road
Sunnyvale, CA 94089

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY:

If the PAK develops a problem after the 90-day warranty period, you may contact the Capcom Consumer Service Department at the phone number noted above. If the Capcom service technicians are unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside packaging of the defective PAK and return the defective PAK, freight prepaid, to Capcom, enclosing a check or money order for $10.00 payable to CAPCOM U.S.A., Inc. Capcom will, at its option, subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKs are not available, the defective PAK will be returned and the $10.00 payment refunded.

WARRANTY LIMITATIONS:

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL CAPCOM BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusions of consequential or incidental damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights, and you may have other rights which vary from state to state.

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